

FIG. 1

```
··· EXAMPLE OF VRML.....
 #VRML V1.0ascii
 Coordinate3 {
        point [
                  020,
                  -101,
                   101.
                   10-1,
                  -10-1,
                   0-20
 IndexcdFaceSet {
         coordindex [
                     0.1,2,-1.
                     0.2,3.•1,
                     0.3,4,-1.
                     0,4,1,•1,
                     5.1.2,-1,
                     5,2,3.-1,
                     5,3,4.-1.
                     5,4.1,•1
  }
```

FIG. 2

··· EXAMPLE OF RAW TRIANGLE.....

```
1. 0
      -1.
            0. 8
3. 5
      2.
               5
         7
            6.
     -2. 1
            3. 3
     2.
         1 -0. 9
      3 -1. 1
               -2. 8
     1. 1 -0. 9
4. 1
```

FIG. 4

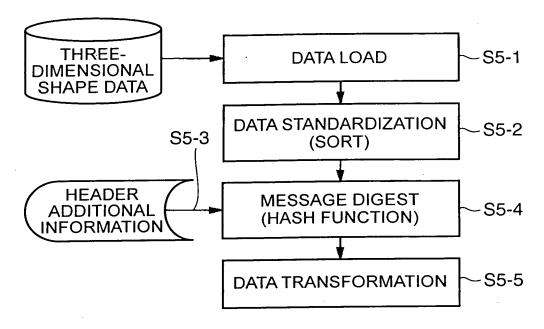


FIG. 5

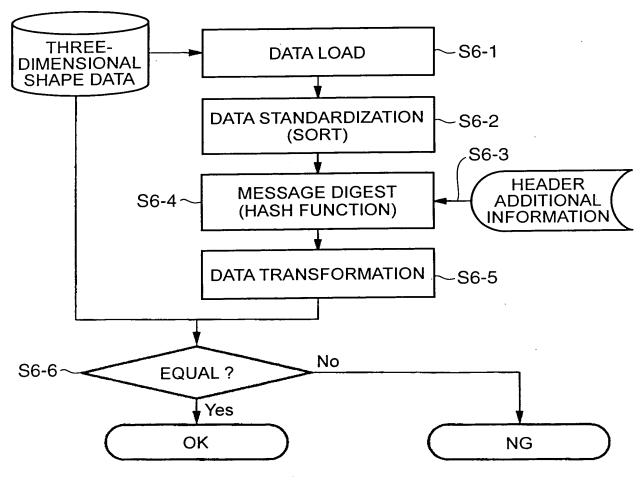


FIG. 6